HOSTING A GAME

If you choose to host a game, you'll be presented with the Server Options menu.

Once your server is up, other players will see this information in the Server List and can attempt to join it. When starting a server, you'll get the following options:

- **Name** – Set the name of your game as it will appear in the server list to other players.
- **Level** – The level you plan to host in (can be changed at any time once you're in the game).
- **Players** – The highest number of players you'll allow on your server. The maximum for broadband hosted games is 8, for modem users 3. Depending on your connection, select the number of players that works best for you.
- **Observers** – Choose whether or not to allow an observer to watch the game. Only 1 observer can watch a game at any given time.
- **Teams** – How many teams you want to play with. You can change this once you're in the game.
- **Skill Level** – Rate your skill level: 1 is for beginners; 5 is for high-scoring vets.
- **Rank Restriction** – Every player who logs in to GameSpy® and then plays either a 2-minute Trick Attack or a 2-minute Combo Mambo game is given a rating. Depending on your skills, your rating will increase (with a rating of 10 being the sickest). Every player starts with a rating of 0.

  As the host, you can decide what rating levels you will allow inside your server. By default, Rank Restriction is set to NONE.

  >> **Less Than**: Set this option if you want to require clients to have a rating that is BELOW the rating you selected. For instance, if you selected **Less Than 3**, all clients with a rating of 3 or above will not be able to join.

  >> **Greater Than**: Set this option if you want to allow only clients with a rating ABOVE the selected rank. For instance, if you selected **Greater Than 5**, all clients must have a rating of 6 or above to join the server.

- **Password** – You can password-protect your server if you only want people who know the password to be able to join. Leave it empty if you want everyone to be able to join.
- **Ready** – Select this when you're ready to start hosting a game.

  Firewall Note: In order to host, or serve, a *Tony Hawk's Underground 2* game from behind some brands of routers with NAT (Network Address Translation), or firewalls, you may need to enable Port Forwarding. You'll need to route, or forward, all data on port 5150 UDP (User Datagram Protocol) to the IP address assigned to your computer system.

PLAYING IN A NETWORK GAME

A *Tony Hawk's Underground 2* server is hosted by one of the players and can hold up to 8 skaters and 1 observer. If you selected Join Server to get into the game, you are considered a "client" to that server. If you selected Host Server, you're considered the "server" player. After joining, you will most likely be dropped into free skate mode. During free skate, you can cruise around and get a feel for the layout of the level or chat it up with your fellow skaters. When the server player is ready to start a game, you'll get a notification and the game will start. After the game is completed, you'll be shown the final rankings screen and then return to free skate.

CLIENT PAUSE MENU

Once you're a client in a game, it's up to the server player to start the game—you're just along for the ride. By pressing the **Esc** key you can access the Client Pause Menu. There are several options listed:

- **Continue** – Return to the game.
- **Options** – Brings up a sub-menu:

  >> *Adjust Gamma* – Adjust the brightness levels for your monitor.